ABILITIES

The following abilities are common to several Necron units:

Reanimation Protocols

Roll a D6 for each slain model from this unit (unless the whole unit has been completely destroyed) at the beginning of your turn. On a 5+, the model's reanimation protocols activate and it is returned to this unit, otherwise they remain inactive (although you can roll again at the start of each of your subsequent turns). When a model's reanimation protocols activate, set it up model in unit coherency with any model from this unit that has not returned to the unit as a result of reanimation protocols this turn, and more than 1" from enemy models. If you cannot do this because there is no room to place the model, do not set it up.

Living Metal

At the beginning of your turn, this unit recovers 1 wound lost earlier in the battle.